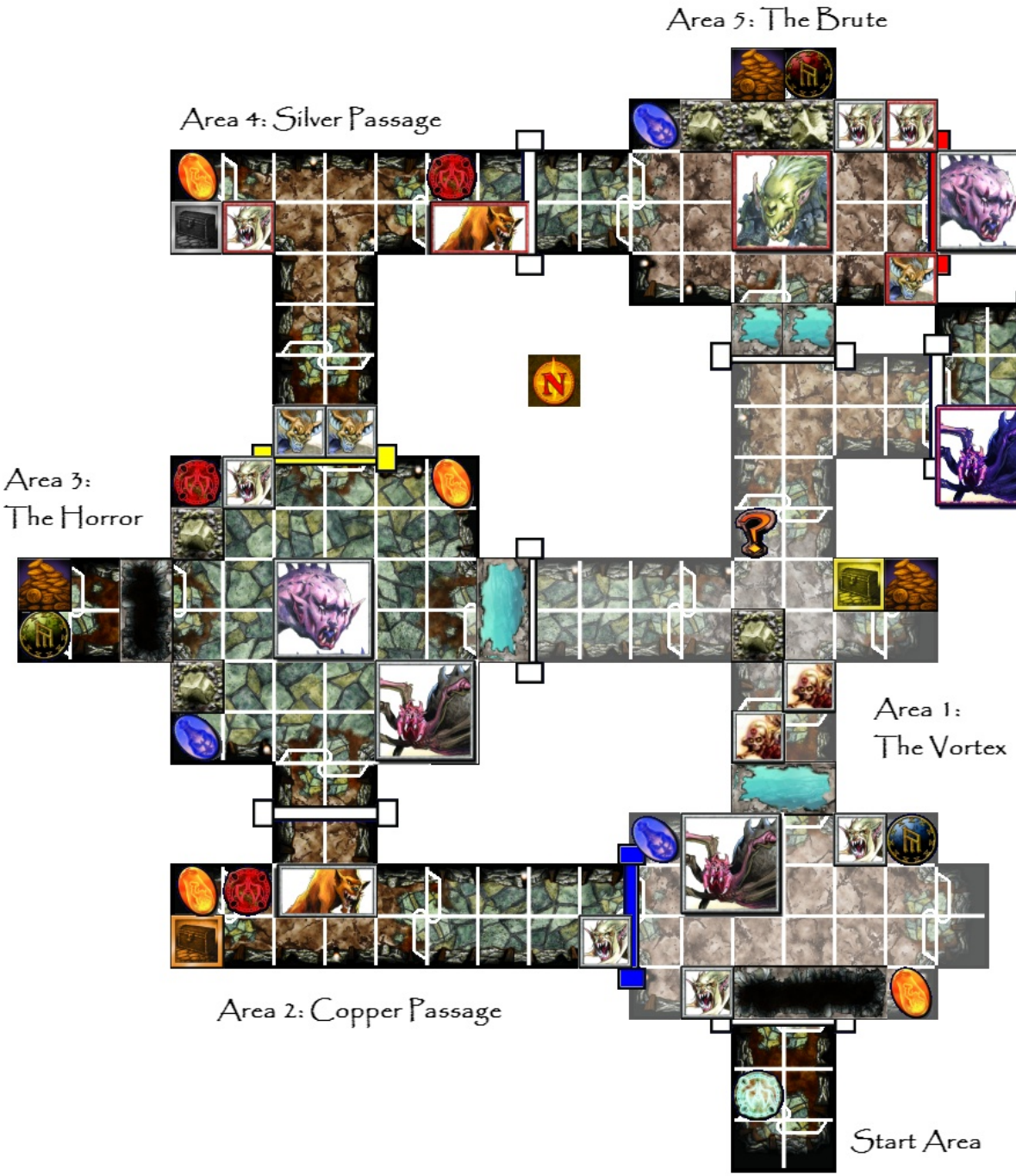

Chests	
Copper 1	2 Conquest Tokens, 1 Curse, 1 Copper Treasure
Copper 2	1 Conquest Token, 100 Coins 1 Copper Treasure
Copper 3	2 Curses 2 Copper Treasures
Silver 1	3 Conquest Tokens, 1 Curse, 1 Silver Treasure
Silver 2	2 Conquest Tokens, 200 coins, 1 Silver Treasure
Silver 3	1 Conquest Token, 2 Curses, 2 Silver Treasures
Gold 1	3 Conquest Tokens, 1 Curse, 1 Gold Treasure
Gold 2	3 Curses, 2 Gold Treasures

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Custom Quest: Old Men and Dead Men

By Tony Porteous

This quest features monsters with a strategic advantage that will pin the players down, and a goal which is tantalizingly just out of reach.

Scenario Background

It was a dark and stormy night and that sort of thing meant bad news. Whats worse; a mysterious old man with a shovel was shouting at you from a hillock. Old men are always bad news... As he hobbled closer he assured you that he was not, in fact, mysterious and that it was just a rash. Nonetheless the news was very bad.
"Its very bad news!" he quailed "A cabal of evil old wizards have got into the crypt again! If somebody doesn't stop them, they will likely unleash terrors on the land!"
You're pretty sure that by 'somebody' he means 'you'. It being wet and you being an adventurer, you set out towards the crypt.

Mission Goals

As you trudge towards the entrance the stench of death greets you, which is not surprising as this is a crypt. The strange glowing sigils and chanting echoing from within however are, frankly, unnerving. Necromancers, eh? They'll have no shortage of bodies in a crypt of this size. Your goal is to prevent the necromancers here from doing anything too serious. If you can reactive some of the ancient glyphs of transport in the crypt, good for you! The heroes start with 5 conquest tokens. If you ever run out of conquest tokens, the old men will have unleashed terrors on the land.

Important: Special Ability - Volley
All skeletons located in Area 1 have the Volley ability. This is a special rule to simplify movement.

All adjacent monsters with the Volley ability can fire from a common square, occupied by one of those monsters. If the monster chooses to Volley, they may not move this turn, though are treated as having moved through the elected square for the purpose of any special abilities. The attack is counted from the elected square and any modifiers such as the Command or Aura ability affect the attack as if the monster had fired from this square.

Area 1: The Vortex

The crypt door swings open on well oiled hinges. Arcane light illuminates an old man who is most definitely mysterious and almost certainly a Necromancer.

His head darts up at your intrusion. "What? Adventurers?" He croaks "Oh come on! We've only been here five minutes!"

Without wasting a second on pointless monologue he slams his staff into the flagstones, causing the whole crypt to twist and warp, spilling its interred cargo. Rubble cascades, fissures open, and the foulest of necrotic water seep up from the depths, blocking nearly every way forward.

"That should slow you down long enough for us to release terrors on the land." He says smugly, before fading into the shadows. In his wake there is a twisting vortex of dark energy. And some skeletons.

Important: The pools of water here cannot be crossed by any means including flight and the acrobat skill. In all other ways they function as regular water.
At the start of the overload's next turn, read the following:

You are pretty sure that vortex should have stopped crackling by now, or at least not been left unattended. A sudden bolt of energy emanates from it, striking a nearby tomb. The contents begins to shift, filled with a terrible semblance of life...

The question mark here represents a Vortex of Dark Energy.

Each round at the beginning of the overlord's turn, roll one black power die.
If a surge comes up, spawn one skeleton archer next to the event marker.
If a blank comes up, spawn one master skeleton archer next to the event marker.

If a player ends his turn in the same space as the encounter marker this special effect ends. Remove the encounter marker from the board and read the following:

At the merest brush of your hand the vortex of energy quivers and stutters. A moment later there is a flash of bright, bright blue! Through the vortex you can almost make out small glowing words, perhaps those which define the universe itself? Before you can take stock the whole thing implodes and is gone.

Perhaps such a creation cannot withstand even the suggestion of true life. Perhaps the necromancer was in a hurry. All you know is that this crypt is quieter than it once was.

The heroes gain 2 conquest tokens for closing the Vortex.

Area 2: Copper Passage

The corridor before you is lined with alcoves, and the remains of the dead. One towards the end catches your eye. It reads: "Fido: Beloved Companion 206-212"... Oh dear.

Area 3: The Horror

The room ahead writhes with unlife, and the screams from the lipless jaws of the dead near drown out the everpresent chanting. As you watch, corpses are dragged across the room by unseen forces towards a growing pile. Paralysed by box text, you can do nothing as the dread pile takes shape, opens eldrich eyes and uncoils itself in your direction. It is all quite scary, really.

Area 4: Silver Passage

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The horrid chanting echoes louder still as you stumble down another corpse lined corridor. A hellish growling and another plaque reading "Fluffy" suggests that more than one family decided to interr their pets with them.

Area 5: The Brute

Your view of the crypt ends abruptly with a mountain of dead flesh. As you ready to do battle, you wonder who on earth would inter an ogre in a crypt.

Area 6: Gold Passage

The Skulls lining this passage scream in agony, achieving some gusto despite lips, vocal chords or lungs. Yet for all their noise, the chanting of old men is all the louder, seeming to boom from just beyond the next door...

Area 7: The Summoning Circle

Finally you have found the source of the off-key chanting, but not before it reaches its crecendo. Behind the last of his minions you see the necromancer once more, engaged with his acolytes in a ritual to unleash terrors on the land. "You are too late, adventurers!" he cackles, finally overcome by the urge to monologue "The life energy of this place has already been bound to mine! Nothing can stop me now!"
Behind him, one of the acolytes facepalms.

The master sorceror here is Ashley. He has 4 extra hit points.

If the players manage to slay Ashley, read the following:

The old man gasps and collapses to the ground, but before you can celebrate his mangled corpse begins laughing: "Fools! Now you shall see my true form!"
There is a bright flash of polygonal light, and the corpse begins to twist and warp into something much more hellish.

Remove the sorceror from the board. In the nearest available spot place a master demon figure. This is Ashley's True Form. This is a regular master demon with 1 additional armor and 12 additional hit points.

"No!" Gargles the demon-necromancer-thing clutching at his wounds. Before he can exclaim further, his form begins to crumble, quickly racing through his body until nothing is left but dest and the beginnings of a scream.

The heroes recieve 2 conquest tokens for slaying Ashley.

If the heroes have both defeated Ashley and closed the Vortex, read the following:

With the evil old man vanquished, and the Vortex of Dark Energy gone, the tomb finally falls silent. The last of the necromancer's servants crumble to dust, leaving you alone in a warped, ruined crypt. It will be much work to re-interr the scattered dead, but thankfully that task falls on other shoulders. Plus, its stopped raining.

The heroes have completed their quest.

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